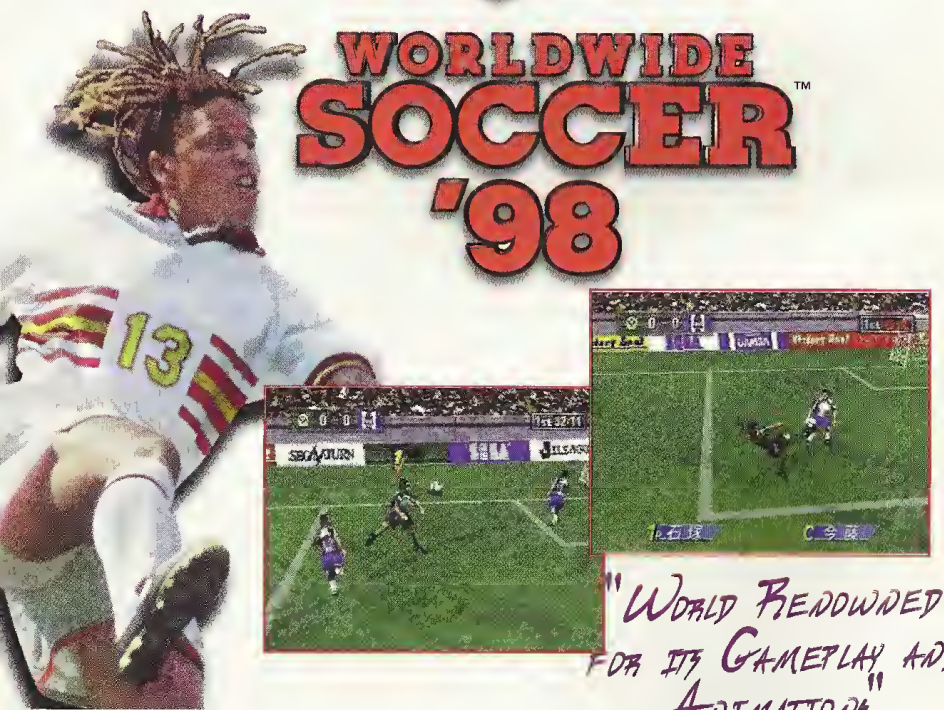
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SEGA SATURN™

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NBA action 98

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KIDS TO ADULTS
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This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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NBA action 98

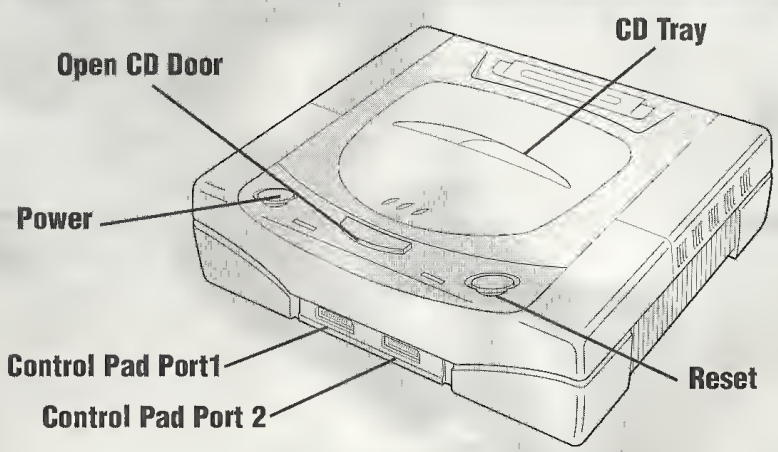
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GETTING STARTED

1. Set up your Sego Soturn™ System os described in its instruction monual. Plug in Control Pod.
2. Make sure the power is off, then insert NBA ACTION '98 disc, label side up, inta the well of the CD troy ond then close the lid.
3. Turn the power switch on. In o few maments the title screen will appear.
4. Press the START Buttan an the Saturn Control Pad to advance past the title sequence and begin play.
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up carrectly and the CD-ROM is praperly inserted. Then turn the power switch on.

Important: *Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.*



This is it!

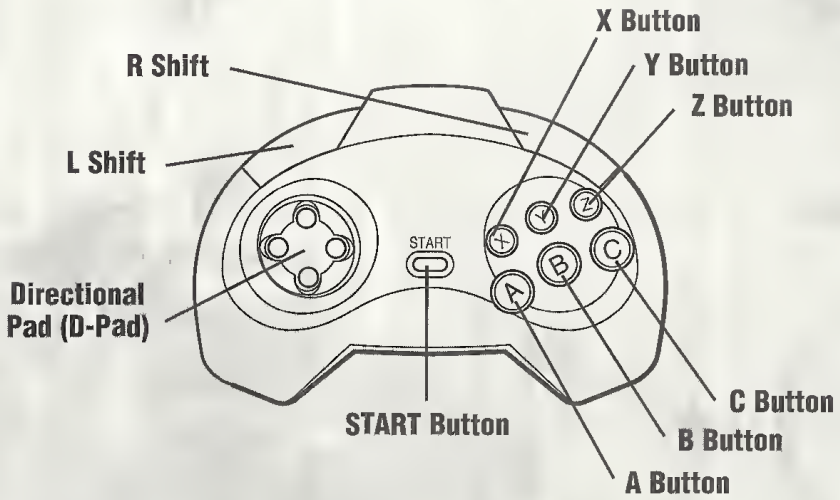


The NBA on Sega Saturn. We're talking pro teams. Pro players. Pro paint. Pro jams. Pro everything...All at your fingertips.

You want it, you got it! Warm up in Exhibition mode, then choose your favorite team and crash the boards in Season play - or go straight into the race for the title in a best-of-seven playoff run. You can even create the player of your dreams and see how he matches up against the NBA greats.

It's all in here for your pro-ball enjoyment. Question is, do you have the moves to wear the NBA Championship ring?

CONTROLS



6-Button Default Controls - OFFENSE (WITH BALL)

START	Pause game/Call-up Pause Menu*
D-Pad	Move player in any direction
A BUTTON	Dunk/Drive/Juke*
B BUTTON	Pass
C BUTTON	Shoot
X BUTTON	Turbo
Y BUTTON	Player select
Z BUTTON	Activate Playcall Menu
L SHIFT	Activate pass indicators (each player has a designated button that, when pressed, enables the ball to be thrown his way)
R SHIFT	Step modifier

6-Button Default Controls - OFFENSE (WITHOUT BALL)

START	Pause game/Call-up Pause Menu
D-Pad	Move player in any direction
A BUTTON	Aggressive Rebound/Alley-Oop*
B BUTTON	Player select
C BUTTON	Call for shot/Rebound*
X BUTTON	Turbo
Y BUTTON	Set pick/Box Out*
Z BUTTON	Activate playcall menu
L TRIGGER	Call for pass
R TRIGGER	Step modifier

* **NOTE:** Items followed by a (/) are executed when a shot is up.

6-Button Default Controls - DEFENSE

START	Pause game/Call-up Pause Menu
D-Pad	Move player in any direction
A BUTTON	Steal
B BUTTON	Player select
C BUTTON	Block/Rebound/Jump
X BUTTON	Turbo
Y BUTTON	Hands UP/DOWN
Z BUTTON	Activate Playcall Menu
L SHIFT	Intentional foul
R SHIFT	Step modifier

After The Playcall Menu Is Up...

On Offense

TL - Nearest Man Cuts to Bosket
TR - Man Closest to Basket Cuts
X - Coll for Alley-oop
Y - Set Pick
Z - Concel Menu
A - Call for Play A
B - Call for Play B
C - Call for Play C

On Defense

X - Unused
Y - Coll for Dauble Team
Z - Concel Menu
A - Call for Defensive Set A
B - Call for Defensive Set B
C - Call for Defensive Set C

TIPS FOR ON THE COURT

JUMP BALL

You begin play with a Jump Ball or "tip-off", a ritual whereby one member from each team vies for control of the boll. Press the C Button ot the right time (while the ball is in the air) to attempt to tip it to a teammate.

Offense

HIGH PERCENTAGE SHOOTING
Pass the ball to a low post player. With his bock facing the bosket, hold down the R Shift Button (step modifier) ond maneuver him towards the basket. When the player is within shoating range, fire off the shot.

GIVE & GO
Press the B Button while the pass is in the air.

CATCH & SHOOT
To call for a shat, press the C Button while the pass is in the air.

PICK PLAY
The closest player to the boll handler will set o pick.

ALLEY-OOP
As soon as a player raises his hand to coll for the ball, pass the ball to him tawords the basket.

CUT TO BASKET
After the Ploycall Menu is up, press the L Shift Button to have the nearest man to the ballhandler cut to the bosket.

CLOSE CUT
After the Playcall Menu is up, press the R Shift Button to have the man nearest the basket cut to the basket.

Defense (see default controls above).

Hold down turba and step modifier together to get faster precision movement.

REBOUNDING

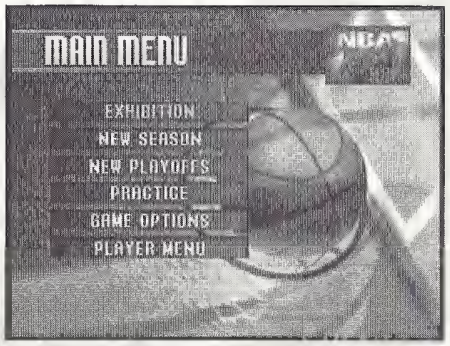
Rebounding or "crashing the boards" is a key element in both yaur affensive and defensive arsenal. (Use the slider bar as described within the Caaching Strategies sectian on page 20 to set how hard you want your team to crash the boards.) To rebound o ball on either offense or defense, press the B Button to chaose the ployer closest to the ball and press the C Button to jump.

*REBOUNDING TIP - When a shot is up, use the Y Button to have your player "Box Out." On offense, the A button activates an "aggressive" rebound which tries to tip the boll back in.

FREE-THROWS

Each time you shoot o Free-Thraw, the Free-Throw Site will appeor. You will use this to aim your shot. The vertical icon represents the trajectory of the ball. The horizontal icon represents the aim of the ball. To shoot a perfect Free-Throw, you must line-up the basketball icons in the center of the grid by pressing the C Button at the appropriate time.

MAIN MENU



To moke o selection in the Moin Menu, press the D-Pod UP or DOWN to choose an option ond press the C Button to enter your selection. Press the B Button to return to a previous menu.

The following selections appear on the Main Menu:

EXHIBITION
Play o single, non-seoson game using the teams of your choice.

NEW SEASON
Begin o new seoson using the team of your choice. Press the D-Pad LEFT/RIGHT to set the season length at full seoson or reduced 28 or 54 game seoson. (See NEW SEASON on page11)

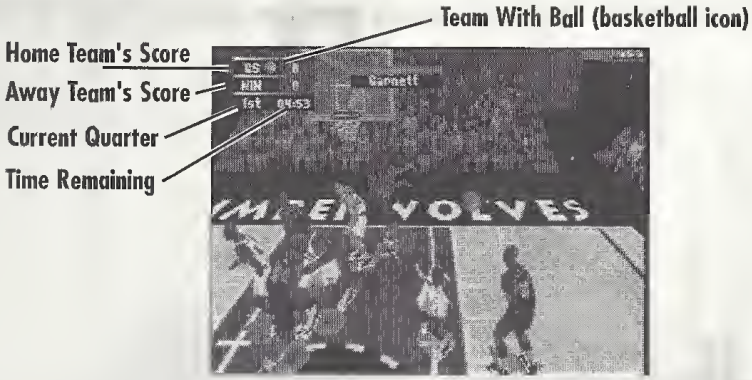
NEW PLAYOFFS
Choose a team and enter a regulation run for the NBA championship. (See NEW PLAYOFFS on page 13)

PRACTICE
Warm up before the gome - you hove the whole floor to yourself where you can work on your dunks ond perfect your shot. (See PRACTICE on poge14)

GAME OPTIONS
Adjust the gome configurations to your own specificotions. (See GAME OPTIONS on page15)

PLAYER MENU
Trade ployers, creote ployers, view player profiles, player lineups, teom rosters and user records. (See PLAYER MENU on page17)

MAIN GAME SCREEN



The following items appear on the Main Gome Screen:

Home Teom's Score

Away Teom's Score

Current Quarter

Time Remoining

Team With Ball (basketboll icon)

Playbook
Press the Z Button during play to call your offensive or defensive plays through the Ploycall menu.

CHOOSING TEAMS



Before beginning play in Exhibition, New Season or New Playoffs modes, you must first choose your team(s). Press the D-Pad LEFT or RIGHT to select your team. When you have chosen your team, press the D-Pad DOWN and highlight the team set below and repeat. Once you have made your team choices, press the C Button to enter your selections.

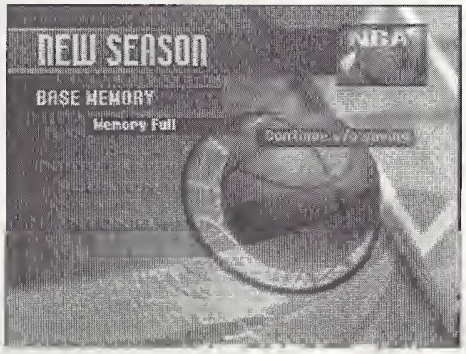
Next you must assign teams. In a Single-Player game, position the "1" icon beside your team of choice and press the C Button. In a Two-Player game, player two must position the "2" icon beside his/her team of choice before pressing the C Button.

Name Entry Screen

Entering your name allows you to keep a record of your wins, losses and personal stats. Begin by positioning the "1" icon beside a name bank. Next, begin entering your name by pressing the C Button to call up a letter, then press the D-Pad UP or DOWN to cycle through the letter choices. Continue entering your name by moving the D-Pad RIGHT to the next space and repeat the above procedure. Once you have entered your full name, press the C Button again and get ready to play.

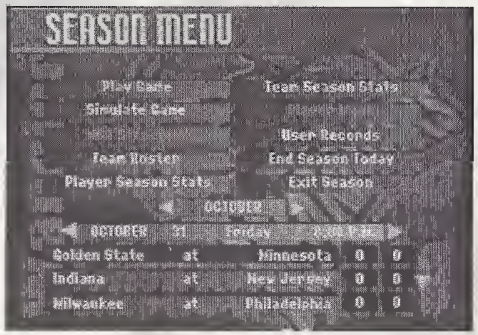
(Name Entry default setting is off, therefore set to "on" to enter your name).

NEW SEASON



To begin a new season you must first choose your team. Along with each team, you will be given that squad's 1996-'97 season record along with the starting lineup. To enter your team selection, press the C Button. The Season Menu will then appear.

Season Menu



Here you can configure the following pre-game season settings.

PLAY GAME
Begin your season.

SIMULATE GAME
Select this to have the computer play the game for you. Press the C Button to see the final score of each contest.

NBA STANDINGS
View the current standings in your season, and current NBA leader stats.

TEAM ROSTER
Displays your team roster along with each player's attributes. To cycle through each player's attributes, press the D-Pad LEFT or RIGHT or press the X Button to view the player's 1996-'97 statistics.

PLAYER SEASON STATS
Displays the current stats for each of your players.

TEAM SEASON STATS
Displays the team stats during the course of a season. Press the D-Pad LEFT or RIGHT to cycle through the various teams.

PLAYER MENU
Here you can make trades, create your own players, view player profiles, player lineups, team rosters and user records.

USER RECORDS
Review your own personal stat record.

END SEASON TODAY
Simulate all remaining season games and enter the Playoffs Menu.

EXIT SEASON
Discontinue the season with the press of a button.

NEW PLAYOFFS-Playoff Menu



Begin by choosing the team you wish to lead through the playoffs. The Playoff Menu will then appear. Here you can preview the following options:

PLAY GAME
Choose teams and go for the NBA title.

SIMULATE GAME
Have the computer play the contest for you.

PLAYOFF TREE
View the current playoff standings.

TEAM ROSTER
Displays your entire team roster with player attributes.

PLAYER SEASON STATS
Review the season numbers for each player on your team.

TEAM SEASON STATS
Review your team's season stats.

PLAYER MENU
Here you can make trades, create your own players, view player profiles, player lineups, team rosters and user records.

USER RECORDS
View your personal records.

END OF PLAYOFFS
Simulate all remaining playoff games.

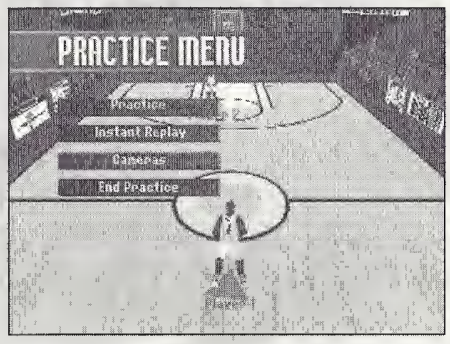
EXIT PLAYOFFS
Exit the Playoff Screen and return to the Main Menu.

SCHEDULE
Displays the schedule and outcomes for games in that particular round.

PRACTICE

Practice your field goals, three pointers and jams with the court all to yourself.

Practice Menu



To access the Practice Menu, press the START Button during practice play.

PRACTICE
Begin practicing.

INSTANT REPLAY
View an instant replay of your practice moves. Use the D-Pad to highlight a player and use the corresponding buttons on the Replay Bar to select camera angles and slo-mo and reverse speeds.

CAMERAS
Adjust the camera angles. You have 11 different perspectives to choose from.

END PRACTICE
Exit and return to the Main Menu.

GAME OPTIONS



Here you can configure the following game options to your specifications. To operate, use the D-Pad to highlight an option and press the D-Pad LEFT or RIGHT to toggle through the various selections under each option. Once you have made all your configurations, press the START Button to return to the Main Menu.

PLAY MODE
Simulation or Arcade. Arcade mode disables game boundaries and rules.
Note: If the rules are modified, the play mode becomes "custom".

BALL HANDLER
Choose whether you, or the computer, will control the player with the ball. With Auto-Swap ON, whenever the ball changes hands, a human player will be given control of the ball handler. If OFF, each human controls a single player unless they manually switch.

QUARTER LENGTH
Choose from 3, 5, 8, or 12 minute quarters.

DIFFICULTY
What'll it be? Rookie, Pro, or All Star.

ROSTERS
Pre-set NBA rosters or your custom rosters containing all the trades and line-up changes you have made.

PLAY CALLING
Call the plays yourself (Manual), or leave it up to the computer (Auto).

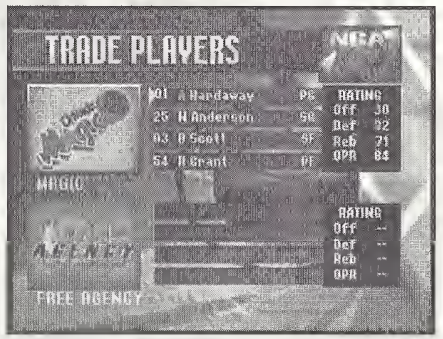
SUBSTITUTIONS
Make substitutions yourself (Manual), leave it up to the computer (Auto), or have a substitution text box appear on-screen whenever a substitution occurs (Notify).

CONTROL CONFIG
Play using the default setting, or choose one of the three configurations you best prefer. Press the C Button to call up the Configuration menu. Press the D-Pad LEFT or RIGHT to select a control configuration. Accommodates up to 10 players.

GAME SPEED
Play in Slow, Normal or Fast.

PLAYER MENU

Here you can make trades and create players.

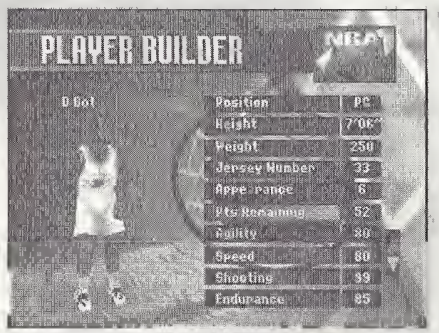


Trade Players

To make a player trade, begin by choosing the team and the player you wish to trade. Scroll through the players by pressing the D-Pad UP or DOWN. To select a player to trade, press the C Button (this will highlight the player).

Once you have chosen the player you wish to trade, choose the player you wish to trade him for. Select the team and then the player. Press the X button to select the team you wish to trade with (team will be highlighted). Press the C Button to select the player involved in a trade (player will be highlighted). Press the A Button to execute trades.

Player Builder



Before you begin you must enter your player's name in the Player Builder Name Entry Screen. To enter, follow the same procedure used under the Name Entry Screen. Once you have entered your full name, press the C Button.

SUBSTITUTIONS

Here you can give your starters a rest using players from the bench. To make a substitution, highlight the player you wish to replace and press the C Button (this will enable you to select a player from the bench). Next, highlight a substitute player from the bench and press the C Button again.

COACHING STRATEGIES

This is where yau set everything from player matchups to your big plays. The following features appear on the Coaching Strotegies menu.

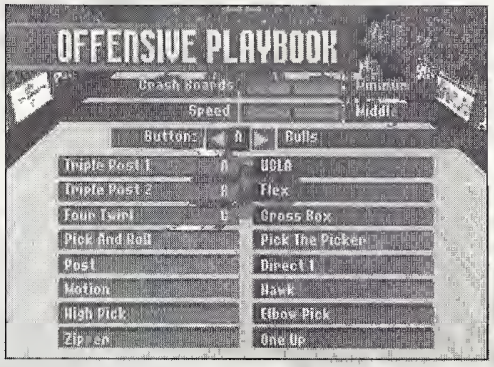
PLAY CALLING
What'll it be? Auta or Manual?

PLAYER MATCHUPS
Check out who's got who.

OFFENSIVE PLAYBOOK
Select plays from your offensive arsenal.

DEFENSIVE PLAYBOOK
Set your defensive strategies.

Offensive Playbook



The Offensive Playbook allows you to set your offense and select your plays. To adjust the offensive strotegies below, press the D-Pad UP or DOWN to select a strategy ond press the D-Pad LEFT or RIGHT to adjust that strategy to yaur desired setting.

CRASH BOARDS:
Set your rebound aggressiveness at Minimum, Middle or Maximum.

PACE:
Set the overall tempo of your team at Stall, Middle or Up Tempa.

SELECTING OFFENSIVE PLAYS:
You con take three different plays on the court with yau at any time, plus a default Alley-Oop and a Pick. The follawing is a description of how to place new plays in your playbaok.

Each play corresponds ta either the A, B or C Buttons on your Cantroller. You will use these buttans to assign plays accordingly. To program a play, first select the button you wish by highlighting the "Button Bank." Use the D-Pad to cycle through the three Button chaices (A, B or C). Once you have chosen a Button, it's time to assign a ploy to that Button.

To assign a play to the Button of your choice, highlight a play from the list, then press the C Button to assign that letter to a play. Repeat entire procedure until all three plays have been selected. Press the B Button to return ta the Pause Menu Screen.

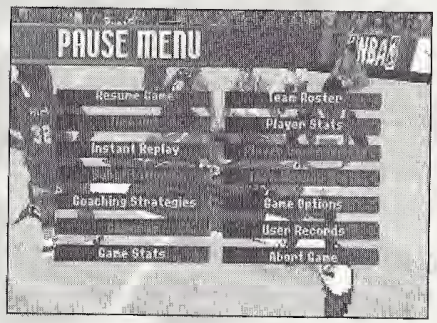
Now you are ready to create your player. Use the D-Pad to highlight a charocteristic and press the D-Pad LEFT ar RIGHT ta modify yaur player's characteristics. Yau have 345 Builder paints ta wark with. Once you have created yaur player, he will appear an the Free Agency raster.

RESET ROSTER
Reset back to the ariginal rosters. This will nullify all trades and line-up changes.

PLAYER PROFILES
Check aut the pro card for each NBA player in the game. View his picture and personal player information.

PLAYER LINEUP
Check out the lineups far all the NBA teams.

PAUSE MENU



To make a selectian in the Pause Menu, press the D-Pad UP or DOWN and press the C Button to enter your selection.

RESUME GAME
Resume play.

TIME OUT
Choose ta activote ane af your timeauts.

INSTANT REPLAY
Take anather laak at it, fram any angle.

SUBSTITUTIONS
If you chaose to make your own substitutians (see Game Optians an page 15), this is where you can make them.

COACHING STRATEGIES
Dip into the coaches manual far emergency situatians. Here you can set Play Calling, Player Matchups, or select a new play set fram your offensive and defensive Playbaoks. (See Caaching Strategies an page 20)

CAMERAS
Set the game cameras ta your liking.

GAME STATS
Review each team's current game stats.

TEAM ROSTER
Check out each team's player attributes and abilities.

PLAYER STATS
Review the current game stats on each player.

PLAYER SEASON STATS
Take a look at the current seasan far all players an either team invalved in the game.

TEAM SEASON STATS
View each team's current season stats.

GAME OPTIONS
Access the Game Options menu.

USER RECORDS
Check out your personal records.

ABORT GAME
Quit current game.

NBA Action '98 Summary of Plays

Post: A traditionol ploy used by most teams which gives the boll to o team's big mon in the paint for o chance to score.

High Post: Designed for a team's big mon to set o holf screen for the boll hondler, who then immediotely floshes to the basket. Used by teams such os Utoh and Atlanta.

Cross Box: This involves o lot of boll movement and screens which gives the ball to o team's big man in the point with on option to poss to o shooting guard or forword. Used by teams such os Boston and Houston.

Pindown Detroit: This involves a lot of boll movement which isolotes a team's point guard and big man on one side of the court with on option to pass to a shooting guard or forward at the three-point line. Used by teams such as Boston and Orlando.

Motion: A play where the shooting guard ond the small forward are featured to get open and shoot with the big men in the paint for the rebound. Used by teams such as Charlotte and Washington.

Pick and Roll: A traditionol ploy used by most teams which isolates o team's point guord ond center. The center sets o screen for the point guord and "rolls" in the post as soon as the point guard gets oround the screen.

Direct 1: This involves players spreading the floor and isoloting the shooting guord ond smoll forword. The shooting guord floshes to the bosket when the smoll forward receives the boll down low. Used by teams such os Milwaukee ond Toronto.

Direct 2: The some style os the Direct 1 except the roles of the shooting guord and smoll forword ore reversed. Used by teams such os Milwaukee ond Sacramento.

High Pick: A version of the "Pick and Roll" where the center sets a screen for the point guard ot the three-point line. Used by teams such os Phoenix ond Dollos.

Four Twirl: A ploy where the power forward sets o screen for the shooting guard in the point for on opportunity to score either inside or outside. Used by teams such as Portland and Golden Stote.

Pick the Picker: A version of the "Pick and Roll" where the center sets o screen for the point guord ond is given o screen by the shooting guord os he "rolls" to the bosket. Used by teams such os Miomi and Son Antonio.

Zipper: A traditionol ploy where the shooting guord receives the ball on the weok side ond has the option to shoot outside or pass the boll in the post to the power forward. Used by teams such as Philodelphia and Utah.

One Up: A play set up by the point guard possing the ball to the small forward in the paint who has the option to shoot or pass the ball to the shoating guard attempting to get open through screens. Used by teams such os Detroit and Dallos.

Elbow Pick: A play where the small forword sets a screen for the point guard who has the option to shoot or pass the ball to the center in the paint. Used by teams such as Orlondo and Toronto.

Triple Post 1: This features three players on one side of the court forming a triongle ond ollowing the player in the point to either shoot the boll or pass to on open ployer ot the three-point line when he receives the ball. Used by teams such as Chicago ond Charlotte.

Triple Post 2: A version of the "Triple Post 1" except set up ot the opposite side of the holfcourt. Used by teams such os Chicago ond Denver.

Five High: A ploy where oll five players stort off outside of the key ond work their woy in through screens ond o lot of boll movement. Usually used for three-point ploys. Used by teams such as Clevelond ond Phoenix.

Two Out: This features the shooting guord ond the power forward isoloted on one side where the shooting guord receives o screen at the three-point line by the power forward and hos the option to shoot the three or poss to the power forword in the paint. Used by teams such as Voncouver and Golden Stote.

Hawk: A basic play where the point guard receives o screen from the power farword and hos an option to shoot the boll, pass the ball in the paint to the center, or poss to the power forword who popped out after the screen. Used by teams such as Atlanta and Minnesoto.

Baseline Double: A three-point ploy where the shooting guard is given two screens olong the boseline and attempts to get open at the three-point line after those screens. Used by Indiona.

Zipper 2: A combination of the "High Post" and the "Zipper" where the point guard receives the ball on the weak side, passes the ball to the shooting guard at the three-point line, and sets a screen for the center flashing towards the paint. Used by teams such as Miami and the Los Angeles Lakers.

RIP: A play designed for the center as his defender is screened by the shooting guard freeing him up for the easy two. Used by teams such as New York and San Antonio.

Early: This play is usually run after a field goal or a made free throw by the opposing team. The point guard has the option to pass the ball to either the shooting guard or the small forward who are coming off of screens from the center and power forward respectively. This is also called the "Quick" set. Used by teams such as New York and New Jersey.

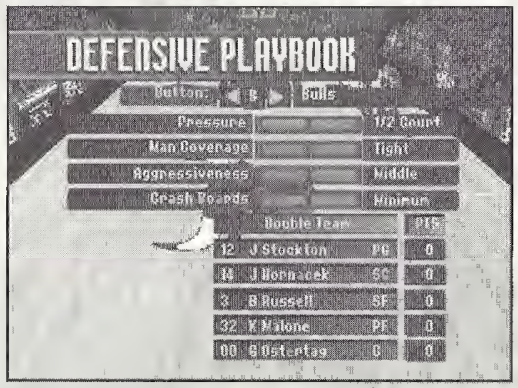
Fist Out: A play which features multiple options for the point guard. The point guard appears on the weak side with the shooting guard and after a screen by the shooting guard, the point guard has an option to shoot, pass to the shooting guard flashing to the paint after the screen, or pass to the small forward at the three-point line after screens from the power forward and center. Used by teams such as Boston and New Jersey.

Get: A version of the "High Past" where the small forward sets a screen for the point guard at the three-point line after receiving a screen from the center. The point guard "rolls" off the screen, the small forward flashes to the basket, and the point guard has an option to shoot, pass to the small forward in the paint, or pass to the shooting guard at the three-point line on the weak side. Used by Phoenix.

Flex: A basic play where the power forward sets a screen for the center in the point and flashes to the basket after the screen. The point guard, set on the weak side, has room to shoot, pass to the power forward in the paint, or pass to the small forward or shooting guard on the other side of the key. This play requires a lot of ball movement. Used by teams such as Cleveland and Seattle.

Triple 31: When your team needs a three-pointer, this is the play. This relies on the scoring guard to get open at the three-point line while fleeing through screens. Used by teams such as Indiana and Golden State.

Defensive Playbook



Here you can make the following adjustments to your Defensive Playbook. To make adjustments to your basic defensive set-up, highlight the option and press the D-Pad LEFT or RIGHT to adjust that option.

To initiate a Double Team matchup, select the opposing player and press the C Button. You can double team only one player at a time.

BUTTON:
Choose the Button-Play assignment you wish to modify. Choose from 16 team-specific plays actually run by NBA teams.

PRESSURE:
Apply pressure at 1/2 court, 3/4 court or Full Court.

MAN COVERAGE:
What'll it be: Loose, Middle or Tight?

AGGRESSIVENESS:
Low, Middle or High?

CRASH BOARDS:
Minimum, Middle or Maximum?

DOUBLE TEAM:
Target the opposing player you wish to double team.

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1-800-USA-SEGA

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